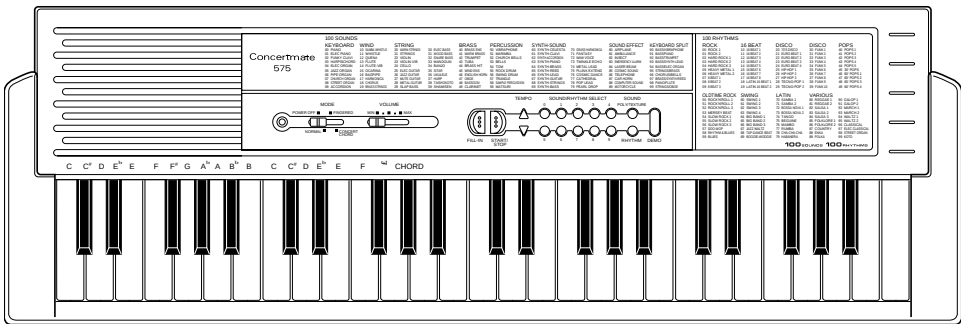
Concertmate® 575
Portable Electronic Keyboard

OWNER'S MANUAL

Please read before using this equipment.



Cat. No. 42-4029

OPTIMUS®

FEATURES

Your Optimus Concertmate 575 Portable Electronic Keyboard is a state-of-the-art musical instrument with many exciting features. You can set the keyboard to sound like 100 different musical instruments or sound effects. To accompany your music, the keyboard has 100 different preset rhythms, as well as two types of auto-accompaniments.

Your Concertmate 575's features include:

Mini Keys — make the keyboard compact and versatile so you can play it anywhere.

Polyphonic Sound — lets you play and hear up to eight notes at the same time, so you can create or play almost any type of music.

Poly/Texture Key — lets you adjust the Concertmate 575's sound texture and polyphony (harmony).

Built-In Demonstration Tune — lets you hear a sample of what you and the Concertmate 575 can do.

100 Sounds — let you set your Concertmate 575 to sound like anything from a banjo to an insect when you press a key.

100 Auto-Rhythms — give you a steady beat for a wide range of music styles, from rhumba to slow rock.

Tempo Control — lets you speed up or slow down the tempo of any selected music pattern.

Fill-In Rhythm Key — lets you insert a short variation into any auto-rhythm.

Auto Accompaniment — lets you set the Concertmate 575 to automatically play a preset harmonic pattern to match the selected auto-rhythm.

Three Power Options—let you power the keyboard from internal batteries (not supplied), standard AC power (with an optional adapter), or your vehicle's cigarette lighter socket (with an optional adapter) so you can make music almost anywhere.

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RadioShack is a trademark used by Tandy Corporation.

To fully enjoy the features and functions of this electronic keyboard, please read this manual carefully and completely.

Note: This owner's manual explains how to use this electronic keyboard. It does not teach music.

We recommend record your Concertmate 575's serial number here. The number is on the bottom of the Concertmate 575.

Serial Number _____

THE FCC WANTS YOU TO KNOW

This keyboard complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your keyboard might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or both of the following corrective measures:

- Increase the distance between the keyboard and the radio or TV
- Use outlets on different electrical circuits for the keyboard and the radio or TV

Consult your local RadioShack store or an experienced radio/TV technician if the problem still exists.

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CONNECTING POWER

You can power your Concertmate 575 in any of these ways.

- Internal batteries (see “Using Batteries”)
- Standard AC power with an optional AC adapter (see “Using AC Power” on Page 6)
- A vehicle’s cigarette lighter socket with an optional DC adapter (see “Using Vehicle Battery Power” on Page 7)

Notes:

- Connecting an AC or DC adapter automatically disconnects internal batteries.
- Always disconnect an adapter from the power source when you finish using the Concertmate 575.

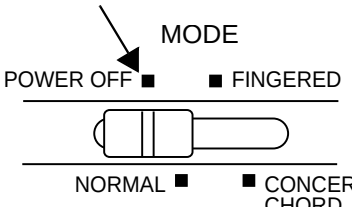
USING BATTERIES

Your Concertmate 575 can use five AA batteries (not supplied) for power. For the best performance and longest life, we recommend alkaline batteries, such as RadioShack Cat. No. 23-552.

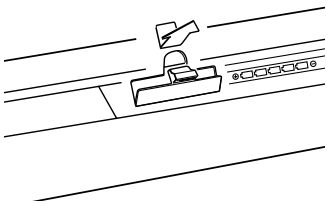
Caution: Only use fresh batteries of the required size and type.

Follow these steps to install batteries in the Concertmate 575.

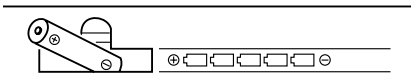
1. Be sure **MODE** is set to **POWER OFF**.



2. Press the tab on the battery compartment cover in the direction of arrow, then pull up to remove the cover.



3. Put the batteries in the compartment as indicated by the polarity symbols (+ and –) marked beside it.



4. Replace the cover.

Notes:

- If you won't be using the Concertmate 575 for a week or more, or if you plan to use it only with AC or vehicle battery power, remove the batteries.
- If the Concertmate 575 sounds weak or does not work properly, replace all five batteries. Do not mix old and new batteries.

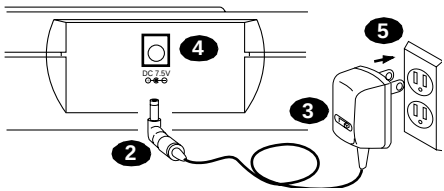
Caution: Dispose of old batteries promptly and properly.

USING AC POWER

You can power your Concertmate 575 from a standard AC outlet using a 7.5-volt AC adapter (not supplied), such as RadioShack Cat. No. 273-1662.

Cautions:

- You must use an AC adapter that supplies at least 7.5 volts and delivers at least 300 milliamps. Its center tip must be set to negative, its voltage switch must be set to 7.5 volts, and its plug must correctly fit the Concertmate 575's **DC 7.5V** jack. The recommended adapter meets these specifications. Using an adapter that does not meet these specifications, or using the recommended adapter at a different voltage setting, could damage the Concertmate 575 or the adapter.
- Always plug the AC adapter into the Concertmate 575 before you plug it into the AC outlet. Always unplug the AC adapter from the AC outlet before you unplug it from the Concertmate 575.



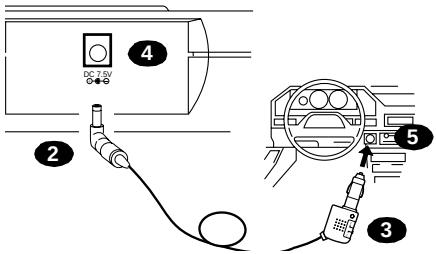
1. Be sure **MODE** is set to **POWER OFF**.
2. Plug the proper-sized barrel plug into the adapter's cable so it reads – (negative) TIP.
3. Set the adapter's voltage switch to 7.5 volts.
4. Insert the adapter's other barrel plug into **DC 7.5V** on the back of the Concertmate 575.
5. Plug the adapter into a standard AC outlet.

USING VEHICLE BATTERY POWER

You can power your Concertmate 575 from your vehicle's cigarette lighter socket using a DC adapter (not supplied), such as RadioShack Cat. No. 270-1560.

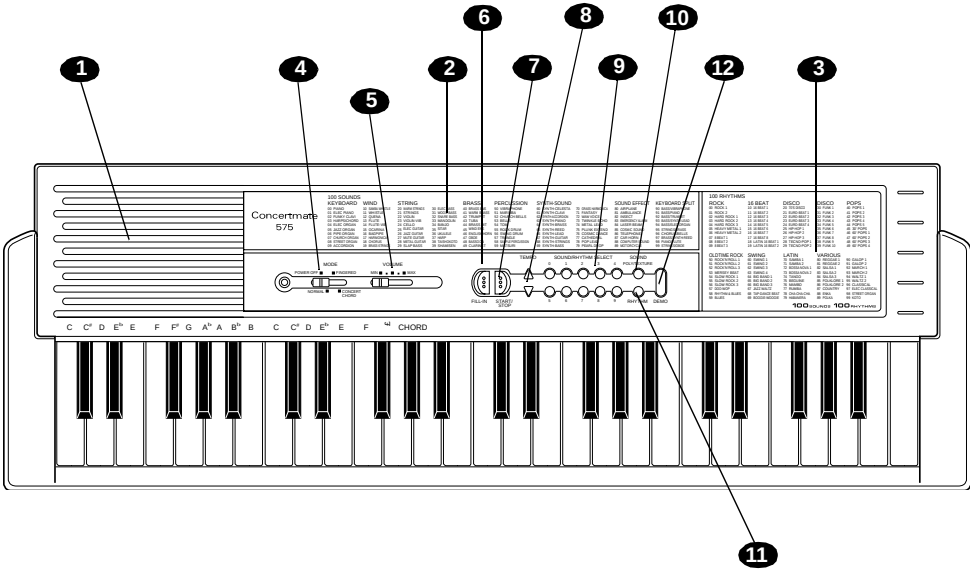
Cautions:

- You must use a DC adapter that supplies at least 7.5 volts and delivers at least 300 milliamps. Its center tip must be set to negative, its voltage switch must be set to 7.5 volts, and its plug must correctly fit the Concertmate 575's **DC 7.5V** jack. The recommended adapter meets these specifications. Using an adapter that does not meet these specifications, or using the recommended adapter at a different voltage setting, could damage the Concertmate 575 or the adapter.
- Always plug the DC adapter into the Concertmate 575 before you plug it into the cigarette lighter socket. Always unplug the DC adapter from the cigarette lighter socket before you unplug it from the Concertmate 575.



1. Be sure **MODE** is set to **POWER OFF**.
2. Plug the proper-sized barrel plug into the adapter's cable so it reads – (negative) TIP.
3. Set the adapter's voltage switch to 7.5 volts.
4. Insert the adapter's other barrel plug into **DC 7.5V** on the back of the Concertmate 575.
5. Plug the other end of the adapter into the vehicle's cigarette lighter socket.

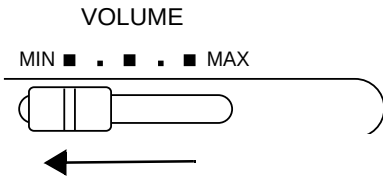
A LOOK AT YOUR KEYBOARD



1. Speaker
2. 100 SOUNDS List
3. 100 RHYTHMS List
4. MODE Selector
5. VOLUME Control
6. FILL-IN Button
7. START/STOP Button
8. TEMPO Buttons
9. SOUND/RHYTHM SELECT Keypad
10. SOUND POLY/TEXTURE Button
11. RHYTHM Button
12. DEMO Button

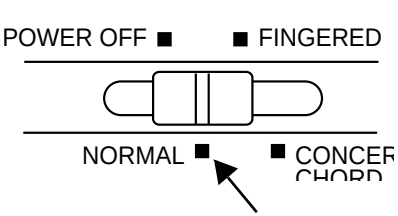
BASIC OPERATION

1. Slide **VOLUME** to **MIN** (minimum).



Important: To prevent hearing damage, always set the Concertmate 575's volume to its lowest level (**MIN**) before you turn it on and before you begin playing it after changing the settings.

2. To turn on the Concertmate 575, slide **MODE** to **NORMAL**. The MODE indicator turns on.



Note: The Fingered and Concert Chord modes are described in "Using Auto- Accompaniment" on Page 14

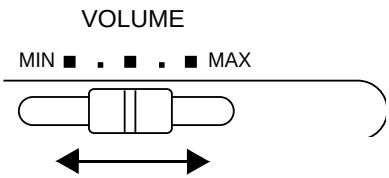
3. To hear some of the Concertmate 575's many different sounds, play the demonstration tune (see "Playing the Demonstration Tune" on Page 10).

   To make your own music, simply begin playing the keyboard.

Notes:

- The Concertmate 575 automatically selects the sound PIANO 1 (No. 00) each time you turn it on. To select a different sound, see "Using the Preset Sounds" on Page 10.
- To select and play an auto-rhythm, see "Using the Preset Auto-Rhythms" on Page 12.
- To play a harmonic auto-accompaniment, see "Using Auto- Accompaniment" on Page 14.

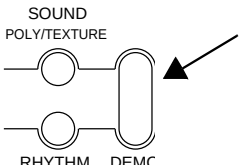
4. Adjust **VOLUME** to the desired setting. Slide it toward **MAX** (maximum) to increase the volume, or toward **MIN** (minimum) to decrease the volume.



5. To turn off the Concertmate 575, slide **MODE** to **POWER OFF**. The MODE indicator turns off.

PLAYING THE DEMONSTRATION TUNE

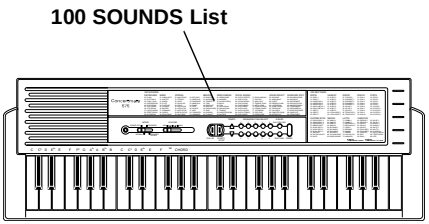
Your Concertmate 575 can play a pre-programmed demonstration tune which showcases its many sounds. To play the demonstration tune, press **DEMO** and adjust **VOLUME** to the desired setting. Your Concertmate 575 continuously plays the demonstration tune. Press **DEMO** again to stop the tune.



Note: You cannot play the keyboard while the demonstration tune is playing.

USING THE PRESET SOUNDS

Your Concertmate 575 can sound like 100 different musical instruments or sound effects. The name and two-digit number of each preset sound is printed on the Concertmate 575's top panel.



Notes:

- The following preset sounds do not follow the musical scale, but change slightly as you play them in different octaves on the keyboard:
  - 10 SAMBA WHISTLE
  - 54 TOM
  - 55 ROCK DRUM
  - 56 SWING DRUM
  - 57 TRIANGLE
  - 59 MATSURI
  - 82 INSECT
  - 83 EMERGENCY ALARM
  - 84 LASER BEAM
  - 85 COSMIC SOUND
  - 87 CAR HORN
  - 89 MOTORCYCLE

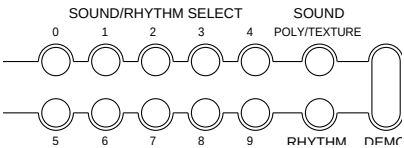
- Most sounds on this keyboard have been recorded and processed using a technique called digital sampling. To ensure a high level of tonal quality, samples are taken in the low, mid, and high ranges and then combined to sound amazingly close to the originals.

  You might notice very slight differences in volume or sound quality for some sounds when you play them at different positions on the keyboard. This is an unavoidable result of digital sampling and is not a malfunction.

Selecting/Playing a Preset Sound

1. Slide **VOLUME** to **MIN**.
2. If necessary, slide **MODE** to **NORMAL**.
3. The Concertmate 575 automatically selects the sound PIANO (No. 00) each time you turn it on.

   To select a different sound, press **SOUND POLY/TEXTURE**, then choose a sound from the 100 SOUNDS list and enter that sound's two-digit number on the **SOUND/RHYTHM SELECT** keypad.



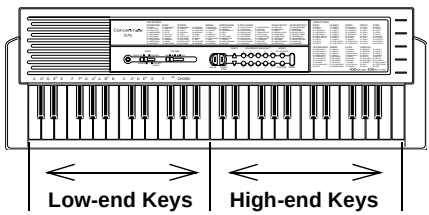
   For example, to select JAZZ ORGAN (No. 05), press **0** then **5**.
4. Play the keyboard to hear the selected sound.
5. Adjust **VOLUME** to the desired level.
6. To select a different sound, repeat Steps 3 and 4.

   Or, if the second digit of the current sound is the same as the first digit of the new sound, simply enter the second digit of the new sound on the **SOUND/RHYTHM SELECT** keypad. For example:

Current Sound	New Sound	You Press
5<u>0</u>	<u>0</u>0	0
0<u>0</u>	<u>0</u>2	2
0<u>2</u>	<u>2</u>5	5

Playing KEYBOARD SPLIT Sounds

The Concertmate 575's KEYBOARD SPLIT sounds (No's. 90-99 in the SOUNDS list) let you play two different sounds on opposite halves of the keyboard, so the first 24 keys on the left side of the keyboard ("low-end keys") play one sound, and the remaining 25 keys on the right ("high-end keys") play the other sound.

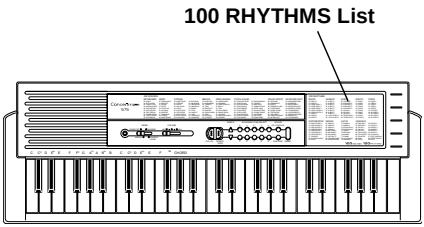


For example, BASS/PIANO (No. 91) plays a bass sound on the low-end keys and a piano sound on the high-end keys.

To play a KEYBOARD SPLIT sound, follow the steps listed in "Selecting/Playing a Preset Sound" and select any sound from 90 to 99 in Step 3. Then play the low- and high-end keys to hear the different sounds.

USING THE PRESET AUTO-RHYTHMS

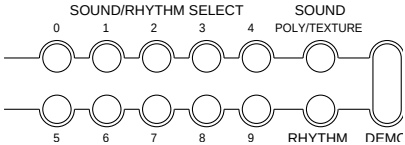
Your Concertmate 575 has 100 preset auto-rhythms that provide a steady beat for your music. The name and two-digit number of each preset auto-rhythm is listed on the right side of the Concertmate 575's top panel.



Selecting/Playing an Auto-Rhythm

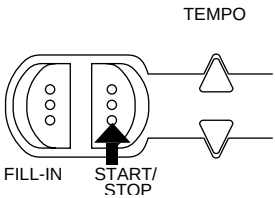
1. Slide **VOLUME** to **MIN**.
2. If necessary, slide **MODE** to **NORMAL**.
3. The Concertmate 575 automatically selects the rhythm ROCK 1 (No. 00) each time you turn it on.

   To select a different rhythm, press **RHYTHM**, then choose a rhythm from the 100 RHYTHMS list and enter that rhythm's two-digit number on the **SOUND/RHYTHM SELECT** keypad.

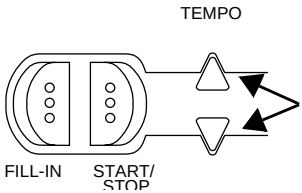


   For example, to select HEAVY METAL 2 (No. 06), press **0** then **6**.

4. Press **START/STOP** to start the selected auto-rhythm. The keyboard plays the selected rhythm.



5. To slow down the auto-rhythm, press **TEMPO** t. To speed it up, press **TEMPO** s.



   Note: You can adjust **TEMPO** s/t to play an auto-rhythm anywhere from 40 to 256 beats per minute.

6. Play the keyboard to hear the selected preset sound along with the auto-rhythm.
7. Adjust **VOLUME** to the desired level.

8. To select a different rhythm while the current rhythm is playing, repeat Step 3.

   Or, if the second digit of the current rhythm is the same as the first digit of the new rhythm, simply enter the second digit of the new rhythm on the **SOUND/RHYTHM SELECT** keypad.

   For example:

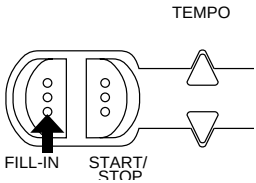
Current Rhythm	New Rhythm	You Press
59	90	0
04	42	2
02	25	5

9. To stop the auto-rhythm, press **START/STOP** again.

Using FILL-IN

The Concertmate 575's FILL-IN feature lets you insert a short (1- to 2-measure) variation in the beat pattern of a selected auto-rhythm.

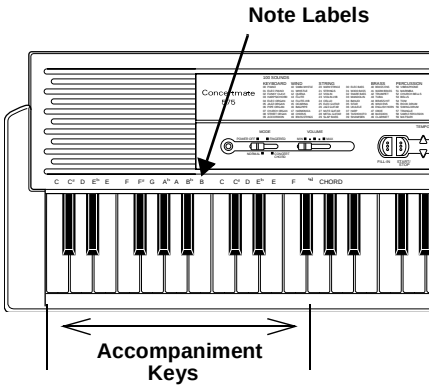
To insert a fill-in beat pattern, press and release **FIILL IN** while an auto-rhythm is playing. The Concertmate 575 inserts a 1- to 2-measure variation (depending on which auto-rhythm is selected), then the original rhythm automatically resumes at the end of the current measure.



Note: To play the variation for longer than 1 to 2 measures, press and hold **FILL-IN**. The Concertmate 575 plays the variation until you release the button.

USING AUTO-ACCOMPANIMENT

The first 18 keys on the left side of the keyboard with note labels above them are called accompaniment keys.



You can set the Concertmate 575 to play these two types of auto-accompaniment using those keys.

- *Easy Random Fingering* — lets you play chords on the accompaniment keys using chord formations of one to four notes. The number of keys you press determines the type of chord that plays (see “Easy Random Fingering”).
- *Standard Fingering* — lets you play chords on the accompaniment keys using standard chord formations of three or four notes (see “Standard Fingering” on Page 16).

Note: You can use **FILL-IN** with both types of auto-accompaniment.

Easy Random Fingering

The easy random fingering method lets beginning keyboard players easily select and play a chord — the number of accompaniment keys you press determines the type of chord played.

The following table shows the types of chords you can play with easy random fingering, when you press one, two, three, or four accompaniment keys at the same time.

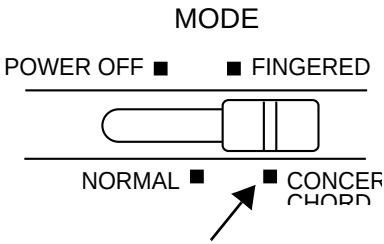
Number of Keys Pressed	Chord Type
1	Major
2	Minor (m)
3	Dominant Seventh (7)
4	Minor Seventh (m7)

Notes:

- The lowest note you play determines the key of the chord. For example, if the lowest note is C, the Concertmate 575 plays a C chord.
- You can press any labeled note(s) to the right of the lowest note in the chord to produce a minor, seventh, or minor seventh chord.

Follow these steps to start easy random fingering auto-accompaniment.

1. Slide **VOLUME** to **MIN**.
2. Slide **MODE** to **CONCERT CHORD**.



3. Select and enter an auto-rhythm.
4. T*o start the auto-rhythm and auto-accompaniment at the same time*, simply press the desired accompaniment key(s).

   To start the auto-rhythm before you begin the auto-accompaniment, press **START/STOP**. Then, at the desired interval, begin the accompaniment by pressing the accompaniment key(s).
5. To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.
6. Adjust **TEMPO** s/t and **VOLUME**, to the desired levels.
7. To change chords without interrupting the rhythm, simply press the auto-accompaniment key(s) required to form the new chord.
8. To stop the auto-accompaniment and auto-rhythm, press **START/STOP**.

Note: After you press the auto-accompaniment key(s), the Concertmate 575 plays the selected chord until you press other key(s) to play a different chord or until you press **START/STOP**.

Standard Fingering

The standard fingering method uses standard formations of three or four notes, and lets the experienced musician play a wider variety of accompaniment chords.

You can play the following 14 chord types on your Concertmate 575, in any key, using the standard fingering method.

Major (M)

Minor (m)

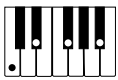
Augmented (aug)

Suspended 4th (SUS4)

Dominant 7th (7)

Minor 7th (m7)

Major 7th (M7)



Minor Half-Diminished (m7-5)

Major Half-Diminished (M7-5)

Dominant Suspended 4th (7sus4)

Major 9th (9)

Minor 9th (m9)

Minor/Major 7th (mM7)

Diminished 7th (dim7)

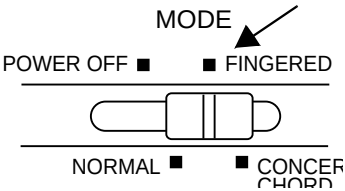
Notes:

- To produce a chord using one less key, you can omit the finger position shown in parentheses (if any) for that chord.
- The diagrams above show only one possible fingering position for each chord. It is possible to play a chord using several different positions. For example, the following three fingering positions produce the same C chord.

See “Standard Fingering Chord Chart” on Page 22 for a list of all the chords you can play on your Concertmate 575 using standard fingering accompaniment.

Follow these steps to start standard fingering auto-accompaniment.

1. Slide **VOLUME** to **MIN**.
2. Slide **MODE** to **FINGERED**.



3. Select and enter an auto-rhythm.
4. *To start the auto-rhythm and auto-accompaniment at the same time*, press at least three accompaniment keys to play the desired chord.

   To start the auto-rhythm before you begin the auto-accompaniment, press **START/STOP**. Then, at the desired interval, begin the accompaniment by pressing at least three accompaniment keys.

   Note: When **MODE** is set to **FINGERED**, the Concertmate 575 does not respond if you press less than three accompaniment keys.
5. To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.
6. Adjust **TEMPO** s/t and **VOLUME** to the desired levels.
7. To change chords without interrupting the rhythm, simply press the auto-accompaniment keys required to form the new chord.
8. To stop auto-accompaniment and auto-rhythm, press **START/STO**P.

Note: After you press the auto-accompaniment keys, the Concertmate 575 plays the selected chord until you press other keys to play a different chord or until you press **START/STOP**.

ADJUSTING THE POLYPHONY/TEXTURE

The Concertmate 575 lets you adjust the "polyphony" and "texture" of its sound.

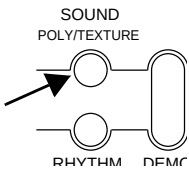
- *Polyphony* refers to the level of harmony and the number of notes (such as 4 or 8) played to produce the sound.
- *Texture* refers to the sound's quality or depth.

Your Concertmate 575 has two polyphony/texture settings (1 and 2). The preset sounds listed in this chart can play with up to 8-note polyphony at Setting 1 (in other words, you can play and hear up to 8 notes at the same time). All other preset sounds (those not listed) play with up to 4-note polyphony at Setting 1.

Sound No.	Sound Name
00	PIANO
02	FUNKY CLAVI
04	ELEC ORGAN
06	PIPE ORGAN
11	WHISTLE
12	QUENA
13	FLUTE
15	OCARINA
16	BAGPIPE
22	VIOLIN
24	CELLO
26	JAZZ GUITAR
46	ENGLISH HORN
47	OBOE
48	BASSOON
49	CLARINET
50	VIBRAPHONE
91	BASS/PIANO
94	BASS/ELEC ORGAN
98	PIANO/FLUTE

At Setting 2, the opposite is true — the settings listed in the table play with up to 4-note polyphony, and all other sounds play with up to 8-note polyphony.

Each time you turn on the Concertmate 575 or select a different sound, the Concertmate 575 automatically selects Setting 1. To switch the polyphony/texture setting at any time during play, simply press **SOUND POLY/TEXTURE**.



Notes:

- Depending on the preset sound you select, sometimes it might be difficult to hear the difference between the two polyphony/texture settings at low volume. If this happens, increase the Concertmate 575's volume slightly, then try again.
- Based on the feature(s) and polyphony/texture setting you select, you can play and hear (at the same time) as many as eight notes, or as few as one note.

MAXIMUM NUMBER OF NOTES YOU CAN PLAY

Selected Feature	With 8-Note Polyphony	With 4-Note Polyphony
Preset Sound Only	8	4
Auto-Rhythm	6	3
Auto-Accompaniment	2	1

TROUBLESHOOTING

If the Concertmate 575 is not performing as it should, these suggestions might help. If you still cannot solve the problem, take the keyboard to your local RadioShack store for assistance.

Trouble	Possible Cause	Remedy
No sound when keys are pressed.	The volume is too low.	Slide **VOLUME** toward **MAX**.
	Power supply problem.	Check the power supply. • Are battery symbols (+/–) facing correctly? • Are the batteries fresh? • Is the AC/DC adapter properly connected?
No accompaniment.	**MODE** is set to **FINGERED** and you pressed less than three keys for a chord.	Press at least three accompaniment keys.

CARE AND MAINTENANCE

Your Optimus Concertmate 575 Portable Electronic Keyboard is an example of superior design and craftsmanship. The following suggestions will help you care for your Concertmate 575 so you can enjoy it for years.

Keep the Concertmate 575 dry. If it gets wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.

Handle the Concertmate 575 gently and carefully. Dropping it can damage circuit boards and cases and can cause the keyboard to work improperly.

Use and store the Concertmate 575 only in normal temperature environments. Temperature extremes can shorten the life of electronic devices and distort or melt plastic parts.

Keep the Concertmate 575 away from dust and dirt, which can cause premature wear of parts.

Wipe the Concertmate 575 with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the Concertmate 575.

Modifying or tampering with the Concertmate 575's internal components can cause a malfunction, might invalidate its warranty, and void your FCC authorization to use it. If your Concertmate 575 is not performing as it should, take it to your local RadioShack store for assistance.

STANDARD FINGERING CHORD CHART

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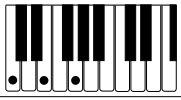
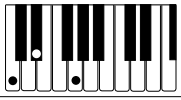
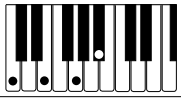
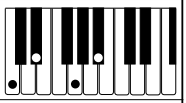
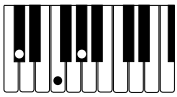
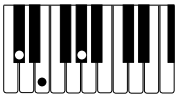
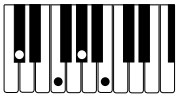
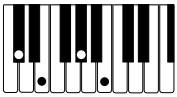
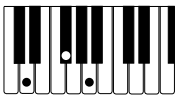
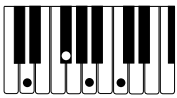
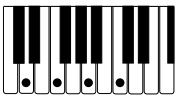
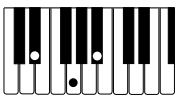
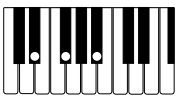
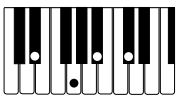
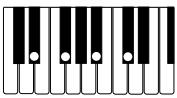
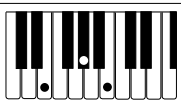
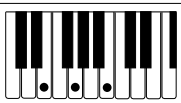
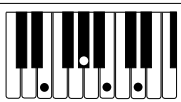
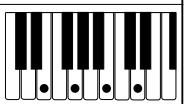
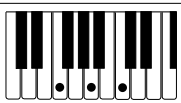
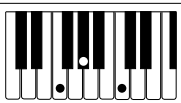
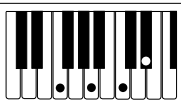
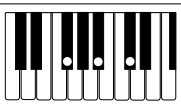
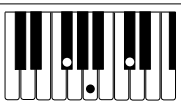
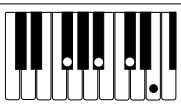
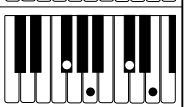
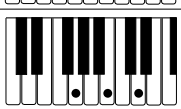
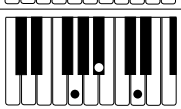
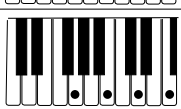
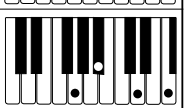
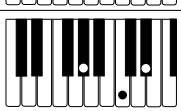
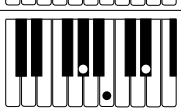
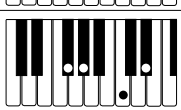
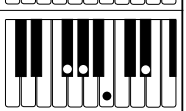
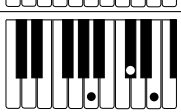
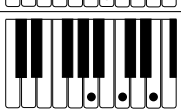
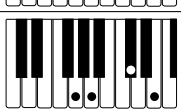
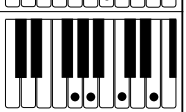
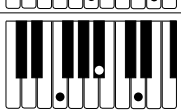
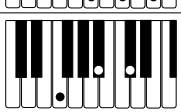
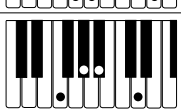
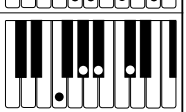
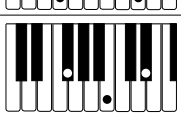
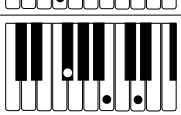
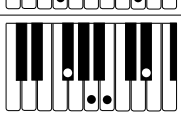
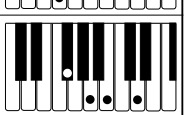
C				
C#/Db				
D				
D#/Eb				
E				
F				
F#/Gb				
G				
G#/Ab				
A				
A#/Bb				
B				

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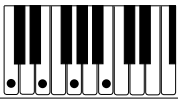
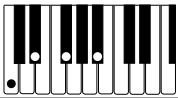
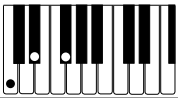
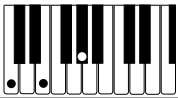
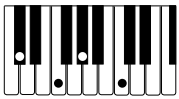
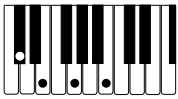
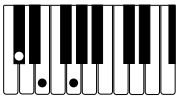
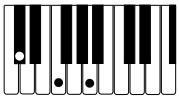
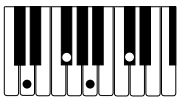
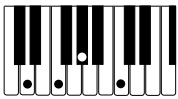
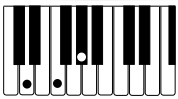
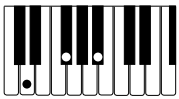
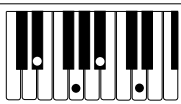
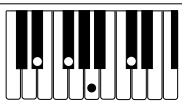
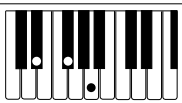
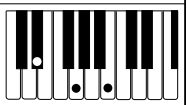
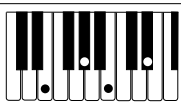
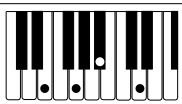
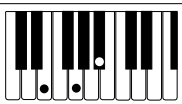
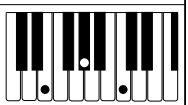
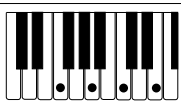
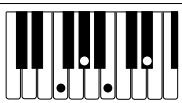
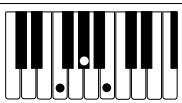
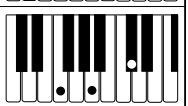
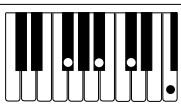
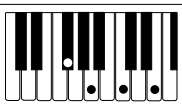
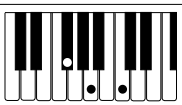
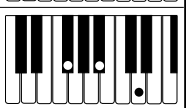
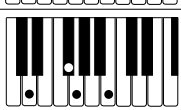
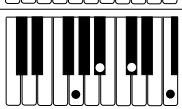
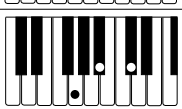
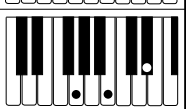
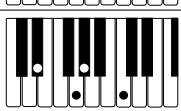
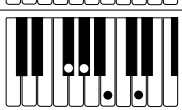
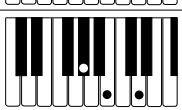
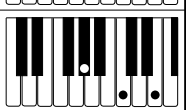
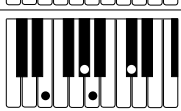
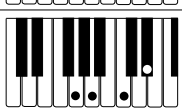
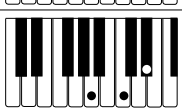
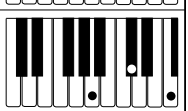
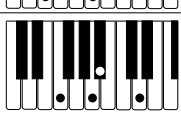
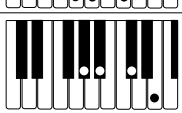
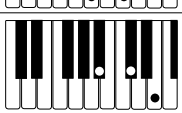
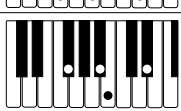
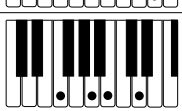
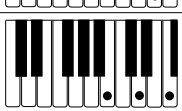
C				
C#/Db				
D				
D#/Eb				
E				
F				
F#/Gb				
G				
G#/Ab				
A				
A#/Bb				
B				

SPECIFICATIONS

Number of Keys 49

Polyphonic Sound ..... 8-note (Max.)

Preset Sounds 100

Auto-Rhythms 100

Built-in Speaker ..... $3\frac{1}{8}$ Inch (8 ohm) (output = 1.1W)

Demonstration Tune ..... 1 (Classical Medley)

Auto-Accompaniment ..... Concert Chord, Fingered

Power Sources ..... DC: 5 AA batteries (Cat. No. 23-552)
AC: 120V, 60Hz, with AC adapter (Cat. No. 273-1662)
Vehicle Battery: 9-12V, with DC adapter (Cat. No. 270-1560)

Power Consumption 1.8W

Dimensions (HWD) ..... $2\frac{1}{2} \times 25\frac{9}{16} \times 8\frac{1}{2}$ Inches ($63 \times 650 \times 216$ mm)

Weight (Without Batteries) ..... 3 lb, 2 oz (140 gm)

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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Fort Worth, Texas 76102

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